A WARGAME OF GERMAN ARMORED INFANTRY ON THE EASTERN FRONT

PANZER GRENADIER™

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1.0 INTRODUCTION

Many innovations in weapons and tactics emerged in World War II. One of these well-known innovations was the development and execution of armored warfare. No army played a more acute role in this development than the German Army. Although infantry certainly did not take a back seat to the new forms of armored warfare, the infantry division had their share of problems. The tanks in all their glory were much faster and could sustain incredibly more firepower than the infantry. Yet little could be accomplished without the infantry. Tanks blazed forward in an explosive rush of steel and fire. Infantry filled in the blanks. And though the bottom line was to take territory, somebody had to go into the woods and into the towns to make sure that the territory was taken. That was the job of the infantry.

A problem occurs when fast motorized tactics work with slow foot infantry. To help alleviate this problem, a second concept arose along with armored warfare: the concept of the armored infantry. The Panzer Grenadiers. The German Army developed this concept extensively. The result was units whose mission was parallel that of the Panzer units but that at their core were infantry.

PANZER GRENADIER recreates the battle field situations that confronted the German Army in Russia in WWII. You are given a grenadier regiment of the Grossdeutschland Panzer Grenadier Division. Some leeway has been taken in conforming the game to the concept. This was done to allow you the same variety of choices faced by commanders of the time. Along with the PzGr regiment, you will also be given elements of a panzer regiment and the artillery battalion both of which were elements of the Grossdeutschland PzGr Division. In this simulation format you will explore the problems and potentials of commanding such a unit in a variety of situations. This time, the decisions are yours.

2.0 LOADING THE GAME

2.1 Atari

Turn on the drive and insert the game disk. Then turn on the computer. The game will load automatically. Note: *If you have an Atari® XL computer hold down the OPTION key when first turning the computer on. First you will see a prompt to insert the screen side of the disk, press the START key. The scenarios are on the back side of the disk so turn the disk over and re-insert it into the drive. Press the START key.*

2.2 Commodore 64

To begin the game, turn on the disk drive the computer and the monitor. Insert the Game Disk into the drive. Type LOAD"*",8,1 and press the return key.

3.0 STARTING THE GAME

3.1 You will see a screen asking you to press OPTION (F3 key on Commodore 64) to enter an old saved game. SELECT (F1 key on Commodore 64) to choose a scenario, or START (F1 on Commodore 64) to begin the game. The OPTION, SELECT, C64 key is only used if you have saved a game in progress and wish to continue with that game. Otherwise, there are five scenarios on the back side of the disk. Scenarios are included on the front side on the C-64 representing further engagements in the Germans' withdrawal to Dvinsk from early 1943 to late 1944. The scenarios are historical sequence. The first scenario offers a challenge, introduces the tactics. You will not be given the full report in this scenario, but rather two of the three infantry battalions plus some armor support. See the section on scenarios further on the rules for more details.

3.2 Choose the scenario you wish to play by pressing the SELECT (Atari C-64) key. The scenario number and name will appear at the bottom of the screen. When the scenario you want appears, then press the START (F1 on C64) key and it will load.

3.3 To save a game in progress, *you will need a properly formatted disk* for your system.

3.4 You will see a screen prompting you to select a difficulty level. The beginner level is best that need is for those for newcomers to computer wargames. The intermediate level is for the player well versed in wargaming and will offer a challenge. The advanced level is for these who are really experienced and want the ultimate battle. Choose the level you wish to play by pressing the appropriate console key. To determine the level you are currently playing there is a color reminder provided. If you are playing level 1 the top background color of the screen will be green; in level 2 it will be brown and in level 3 red.

3.5 You will see a prompt to select either a regular or fast game speed by pressing the START (F1 on C-64) or OPTION (F3 on C-64) key respectively. In the regular speed enemy movement and fire is slowed to a human speed. Individual shots and battalions indicators are distinct. In the fast speed, the display loops are not used and units happen quickly; the enemy movements almost instantaneous. In the game either way, play is not altered by the game speed.

4.0 SEQUENCE OF PLAY

The game is played using a series of 3 phases in each turn. Each phase must be completed before going to the next. Phases must be executed in sequence and there is no backtracking. The phases and their details of operation are described below:

- OBSERVATION PHASE
- FIRE PHASE 1
- MOVEMENT PHASE
- ENEMY FIRE PHASE 1
- FIRE PHASE 2
- ENEMY MOVEMENT
- ENEMY FIRE PHASE 2
- VICTORY PHASE
- SAVE GAME PHASE

5.0 OBSERVATION PHASE

This is the first phase of each turn. You can look over your units and scroll around the map in this phase. There will be a square cursor that can be moved about by the joystick. When this cursor passes over one of your units, that unit's identity will appear in the area below the map. Each unit is either a Company (COY), a Platoon, or a Section. Following this will be the designated Company letter. This number is the number of available combat ready Subunits that exist in the inside unit. For Company sized units the Subunit is a platoon. For Platoons and Sections, the Subunits are individual tanks. Self Propelled Artillery (SPA) Assault Guns, or Mortars. You will also see that information in other phases when the cursor is over a unit.

5.1 Subunits

This Subunit number is important. It tells you how many shots a unit has and how much of that unit is present in fighting form. When that number reaches zero, the unit is the bad shape and each of the letters in that bad unit move in a direction that has a possibility of restoring some of their lost strength so when a unit's 8 squads 1 that unit should be restored to low terms each of recovers. In some cases you will have no choice in the matter as a unit may be too damaged to be moved. Units also have a mech greater chance of recovery if no enemy unit fired on them in the previous turn. So keep weak units out of harm's way until they have a chance to recover.

5.2 Digging In

You may also order your leg units (Infantry, MG Mortar and Pioneer) to dig in this phase and order units that are already dug in to get combat ready. To do this, place the mouse over the unit and press the fire button. You will be informed of the unit's status (see the message area and, if digging in, the unit will begin to flash and a brown bar will appear at the top and bottom of the unit. All digging units will flash, the Observation Phase only. Transported units and vehicles cannot dig in. Units that are digging may fire but may not move. Defensive improved when units are digging in. Units may only be ordered to dig in or get combat ready in the Observation Phase.

5.3 Special Function Keys

If you press the OPTION (F3 on C-64) key at any time in this phase, the terrain under the units will be revealed. To exit this phase press the START (F1 on C-64) key.

6.0 FIRE PHASE 1

In this phase your units can now fire. The cursor will have a crosshair in the center. To fire a unit, place the cursor over that unit and press the fire button. The crosshair will turn black and the unit will be identified below. If the unit is unable to fire you will be informed of that condition. Units may only be fired once each in this phase. If when you pick up a unit to fire and receive the message "THAT UNIT IS UNABLE TO FIRE" that means that either that unit has already fired in the phase or it is a

less infantry unit that is being transported

6.1 Targeting Units

Once you have picked up a unit to fire it you may then move the cursor to the area/hex which you wish the unit to fire. Then press the button again. If that target area is in range and in line of sight of the firing unit it will commence firing. That unit will fire once for each 8 shots it contains. If there is an enemy unit in the target area you will be informed of hits and misses during the fire. Hits are accompanied by a high pitched beep and misses by a low pitched beep. Some weapons are more accurate than others and tend to hit more often.

6.2 Line of Sight

Line of sight is assumed to be a straight line between the firing unit and the target. Certain terrain features break this line of sight, prohibiting fire. All Woods, City and Rubble terrain features obstruct Line of Sight. If any of these features lies between the firing unit and target you will receive an out of sight message and the fire will be cancelled. See the unit capabilities chart for individual ranges. Self Propelled Artillery have no range limits and may be fired anywhere on the map.

6.3 Range

Each unit type has a range limit for firing. If you try to fire a unit at a target that is beyond the range of its weapons you will receive an out of range message and the fire will be cancelled. See the unit capabilities chart for individual ranges. Self Propelled Artillery have no range limits and may be fired anywhere on the map.

6.4 Combat Resolution

After each shot, the results of that shot are calculated. The main considerations in determining the effect of a given shot are: Range to the target, firepower of the firing unit, type of target and the terrain the target occupies. When you consider range to the target, you must realize that as the distance between a unit and its target increases the probability of a hit decreases. Firepower is based on the type of firing unit and is detailed in the unit capabilities chart. Target type is important. Units are either armored or unarmored. Tanks, SPA, Assault Guns, and Halftracks are armored targets. Only units with anti-armor capabilities can damage these units. Infantry and MG cannot damage armored targets at ranges greater than 1. Mortars have no anti-armor capabilities at all. When a unit fires at an armored target and it has no anti-armor capabilities no hit or miss reports will be given. Terrain is of four classes: clear, light, medium and heavy offering progressively better defense capabilities. Clear terrain is roads, bridges and the open, clear squares. Light terrain is the bush marks representing some sort of light cover in the square. Medium terrain is represented by the woods end streams. Heavy terrain is represented by hilltops and cities. The heavier the terrain a target occupies the harder it is to hit.

6.5 Special Function Keys

If you have "picked up" a unit in order to fire it and change your mind simply fire that unit at itself and the shot will be cancelled. (Except for SPA shots cannot be cancelled). Each unit capable of firing may be fired once in this fire phase. It is that do fire will have their movement reduced for the turn. To exit the Fire Phase press the START (F1 on C 64) key

7.0 MOVEMENT PHASE

Next comes the Movement Phase. The cursor will turn black and white. To move a unit, place the cursor over that unit and then press and release the fire button. If the unit is able to move the cursor will turn green. That unit is "picked up". Moving the joystick in the desired direction will move that unit. There are many restrictions to move ment and many events that can occur while a unit is moving.

7.1 Movement Restrictions

A unit can only move so far in a given Movement Phase. Distance is determined by the number of movement points a unit has. Faster units such as tanks and trucks have a lot of movement points while slower ones have fewer. When a unit does not have enough movement points to enter a square you will be informed of this. As a unit approaches 0 movement points the cursor will turn red as a warning.

Each terrain type encountered has a certain "cost" in movement points. When a unit enters that square this cost is deducted from its movement point total. The Terrain Chart details these costs.

Units are prohibited from entering borders. Vehicles may not enter heavy woods. Your units may not move onto other friendly units or onto enemy units unless assaulting or overrunning (see below) that unit. If a unit is unable to enter a certain terrain type you will be informed of this condition in the message area.

When you have finished moving a unit, press the fire button. This will put it down and allow you to move another unit.

A unit that is dug in cannot be moved

7.2 Transport

Infantry and Pioneers MG companies Pioneers and Mortars start the game unloaded and ready for combat. Inherent in these units are sufficient halftracks and trucks to transport them at a greater speed than on foot. To load or unload a unit pick that unit up and press the SELECT (F3 on C 64) key. You may also load or unload units with the joystick. To do this, keep the fire button depressed when you first pick up a unit. Then while holding the fire button down move the joystick in any direction. Previously unloaded units will be replaced by a halftrack (all black) unit or a truck (brown) unit. Halftracks offer the benefit of making the unit an armored target. Only select units (Last Battalion, Mortar and Pioneer) get halftracks as these were not enough to go around. Units that cross rivers will lose their trucks/halftracks if they were fording the river.

Loading and unloading takes time and costs a unit movement points. Generally a unit can load or unload only if it has all its movement points available. Loaded units move many times faster than their unloaded counterparts. Units may not fire while they are loaded.

7.3 Mines

Minefields are invisible until they are set off by an enemy unit moving them. If this occurs, the mines will then be marked by brown spots on the map. If a unit enters these areas, it will trigger a mine attack and the unit may take this fate as that is not loaded here a good chance of getting through a minefield without any detonations. Other mines detonate the mines on contact. Pioneers on foot may clear the mines by moving onto the mined square. When they move all the mines will no longer be there. All units are slowed considerably when going through a minefield.

7.4 Overruns

When a tank moves onto an enemy unit an overrun occurs. A series of explosions will occur and the survivor of the overrun will be the only unit remaining in the square. Tanks have a good chance at eliminating enemy infantry and Anti Tank guns with overruns and a lesser chance of eliminating enemy tanks. *Note Only tanks (not SPA or Assault Guns) may overrun*

7.5 Assaults

Only Infantry and Pioneers loaded or unloaded, may assault enemy units by moving onto the same square. Units on transport will unload prior to assaulting. A series of explosions will occur and the assault will be resolved with only the survivor remaining. Units have their best chance assaulting enemy infantry and AT guns and a lesser chance of surviving an assault of enemy tanks. If assaulting units were loaded before the assault they will unload prior to assaulting.

Tanks will not overrun and infantry will not assault if there are not enough movement points available for them at the time of this action. As an indicator the cursor will turn red when a unit no longer has enough movement points to initiate an assault or overrun.

NOTE: Enemy units start the game hidden and are only revealed when they fire, move or are fired on, or a unit attempts to move onto them. Thus, an overrun or assault may occur when moving a unit into a seemingly unoccupied square.

7.6 Prohibited Terrain

Certain terrain features prohibit entry by vehicles. These are woods and certain river areas. Attempting to move onto these areas with vehicles will not be permitted.

7.7 Blown Bridges

There are many areas on the maps where roads meet rivers but do not cross them. The bridges are destroyed in these areas. Demounted Pioneers may build bridges in these areas by moving them onto the blown bridge. In the next turn, they may be moved off the spot to see if they have completed the bridge. Some bridges may not be rebuilt.

8.0 ENEMY FIRE PHASE 1/ FIRE PHASE 2

In Enemy Fire Phase 1 enemy units will fire at available targets. As in the player's fire phases each unit will fire once for each

unbinit It contains and such shot will be indicated as a hit or miss In Fire Phase 2 friendly units will be allowed to fire as in Fire Phase 1

9.0 ENEMY MOVEMENT PHASE

In this phase enemy units may move Some units will charge your positions relentlessly in an attempt to thwart your attack Other units may fall back to better defended areas.

10.0 ENEMY FIRE PHASE 2

After all enemy units move they may fire against any available targets

11.0 VICTORY PHASE

At this point you will receive a victory level reflecting your play There are four levels of victory Questionable Minor Moderate and Major A Questionable victory indicates that though you may have accomplished something you did not achieve your objective at all and lost far too many units (you lost the game) A Minor victory indicates that you are approaching success and are close in obtaining your objective A Moderate victory is a success It indicates that you have either inflicted enough damage to the enemy or taken your objective soundly or both A Major victory indicates the highest level of success possible Your approach and handling of your forces was exceptional and should be commended

12.0 SAVE GAME

In this phase you may save the current game position by pressing the SELECT (F3 on C64) key This takes you to the save game routine which will inform you to insert your Data Disk and then press START (F1 on C64 to initiate the save Use only a blank formatted disk You may re-enter this game by pressing the OPTION (F5 on C64) key at the start of the game If you choose not to save the game at this time pressing the START (F1 or C64) key will abort the save.

If you press the START (F1 on C64) key instead the game will go back to the Observation Phase of the next turn

13.0 MISCELLANEOUS NOTES AND TIPS

All of your units start the game unloaded and combat ready

Digging infantry as represents the unit taking the maximum advantage of the available cover in its area It markedly increases a unit's survival potential under fire

Assaulting or overrunning fresh enemy units is not advised Since assaults/overruns are all or nothing affairs you don't want to take too many chances Your odds of a successful overrun/assault increase tremendously if the unit is "shot up" a bit Sometimes assaults/overruns seem to work If after a successful assault an enemy unit shows back up it means that that unit was not really routed from its position

Each scenario offers a unique situation which can sometimes confuse the player in accomplishing his objective Though no specific tactic can guarantee success there are some things I discovered that may help Overall you do not have the firepower or time to sit around firing at long range until the enemy vacates a position More often than not you will have to get in there and clear them out with your infantry assaults after the longer range weaponry has done its job Your Panzers are best suited for assaults, though their numbers limited. Save them for key positions or for that "suicide" assault that must succeed.

Don't let any of your units (except recon) get too far ahead. The idea here is support Your units raw and should help each other out and do this best when they stay together

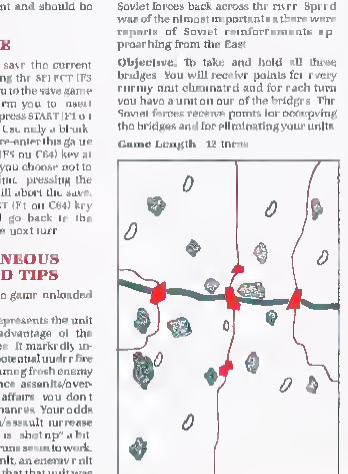
14.0 SCENARIOS

There are five scenarios furnished with the game

SCENARIO 1 Bridges over the Lutchessa A consolidated bridgehead over an important river was often the most critical point in any battle In this scenario which takes place in late 1942 the Soviet forces are advancing along the Lutchessa river valley Some advance elements have established a minor foothold across the river Rising to the occasion his current role as a fire brigade the Grossdeutschland moved its First and second battalions were immediately dispatched to push the Soviet forces back across the river Spirited war of the almost important as there were reports of Soviet reinforcements appearing from the East

Objectives: To take and hold all three bridges You will receive points for every enemy unit eliminated and for each turn you have a unit on our of the bridges The Soviet forces receive points for occupying the bridges and for eliminating your units

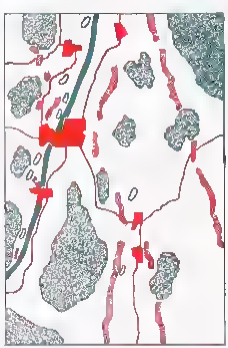
Game Length 12 turns



SCENARIO 2: The Cards on the Table It was like expecting an inside kick when everyone in the stadium knew it was coming That was the heart of Operation Citadel the German offensive to cut off the Kursk salient. The word was to keep moving, but the front was dry and the Soviets were waiting

Objectives: To break through the lines and exit off the top of the map to the left of the river Units will be removed if they are at the top and left of the river during the victory phase and points will be awarded for this. Thirty points are given for tanks exited and 1 point for all others

Game Length 14 turns



SCENARIO 3 Kirovograd: Echo of Doom from the Viewpoint of the German Army By early 43 things were coming undone Some Soviet units already occupied areas beyond the Polish border in the pre-war era In the south the front was ever changing. The Grossdeutschland Division seemed to be forever retreating In attempts to stabilize some kind of line the GD was sent toward Kirovograd The Soviets decided to counterattack

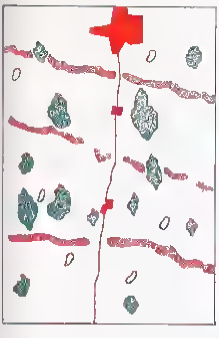
Objectives: To break up the Soviet attack The Enemy tanks will attempt to break through your lines and exit off the bottom of the map. You are to delay or prevent this You will receive points for enemy units eliminated and lose points for your own units that are eliminated. The enemy

MAP LEGEND

- Town
- Road
- River
- Forest
- Hilltop
- Ridge

forces will receive points for units that exit off the bottom of the map

Game Length 15 turns



SCENARIO 4 One More River One More Town Targul Frumos to Rumania, was the scene of heavy fighting during the spring of 1945. The first few days found Panzer Lehr changing positions with the edge going to the Soviets. Here, the GD moves in to prepare against a risky, anticipated counterattack by the Soviet forces in the area.

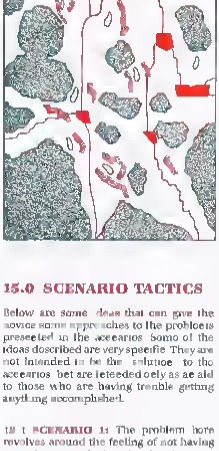
Objective To move into the town and hold it against counterattack. Should the frontal situation dictate, your orders may be updated

Game length 13 turns

SCENARIO 5 Wilkowischken Engage and Hold The plan was for the Grenadier Regiment to engage the enemies frontal posture ahead of Wilkowischken and attempt a breakthrough to the city proper while the Fusilier Regiment attempted a flanking maneuver.

Objectives As commander of the Grenadier Regiment, your objective is to engage the enemy, tying up as many units as you can, and, if possible, break through into the town.

Game length 14 turns



15.0 SCENARIO TACTICS

Below are some ideas that can give the novice some approaches to the problems presented in the scenarios. Some of the ideas described are very specific. They are not intended to be definitive to the scenarios but are intended only as an aid to those who are having trouble getting anything accomplished.

In the **SCENARIO 1** The problem here revolves around the feeling of not having enough units to do the job at hand. You've got to act with resolve. There is no time to sit back and blast away. The key is to concentrate all your forces on two of the three bridges for a quick resolution and then concentrate on the third. My approach is to immediately move up to the middle and right bridges with all my combat units keeping the mortars and SP Artillery lagging behind. These two unit types will be important in the second stage of the game. The first stage is to aggressively move into the center town with assaults but only after a turn of fire which, when added, have effectively reduced the enemy strength of those units you are going to assault with your infantry. I use all my tanks in the center and the Assault Guns for the right bridge. All the infantry except for the second battalion, I use two infantry companies along with the Assault guns to clear the right bridge. The remaining infantry company and the machine gun company help in the clearing of the more heavily defended center town. At this point, your mortars and artillery should be mainly suppressing the units attempting to take the right bridge with some occasional blasting away of some less accessible enemy positions in the center.

When the battle reaches its point of decision and you have high confidence of taking the first two bridges, begin bombarding suspected enemy locations at the third bridge with your artillery and mortars. Stage two is about to begin. You must also decide at this point which units will stay behind and defend the bridges and which units will move in to occupy the third. I generally used one Pz IV company and three infantry companies for this third bridge. Long range bombardment is critical here as there is little open space to cross and you want to suppress as much enemy counterfire as you can while your troops move in.

In the final stage of my plan, the focus is on withstanding the advance elements of the Soviet counterattack. By this time two bridges should be well in your hands and your infantry should be digging in in prepared locations. The armor should be in the best available cover, ready to be towed. I also like to keep my best armor unit (the one with the most tanks remaining) behind the lines to move in to a troubled area. The outcome at the third bridge should also be approaching resolution. If things aren't looking good here, back off in time to use your units that were dedicated to the third bridge in defense of the other two. However, if all went well, the third bridge should also be in hand with the units digging in for the coming battle.

15.2 SCENARIO 2 The key here is to get to the bridge in the large town with as much force as possible, get it built, get across it and move out to the exit area as fast as possible. This may involve some bypassing of enemy strongpoints. Don't worry about it. Your objective is all the other side of the river and at the top of the map. You've got to get your forces together and keep them together early on. Any units that veer ahead of the main pack will be easy pickings for the well placed anti-tank weaponry. Avoid costly shoot-em-ups where possible and defer bother reducing the enemy where they do not directly influence your progress. At no time should you be in a defensive posture. Offense all the way will get the job done.

15.3 SCENARIO 3 Forget trying to stop all the tanks. It should be impossible. You should determine the enemy's main line of advance as early as possible and get in a position to stop as many tanks as possible. Should you do this you can try, during the

escaping armor with your faster tanks. Well placed infantry can also get involved in this pursuit and may get a few assaults in before they escape.

16.4 SCENARIO 4 A number of approaches to this scenario appeared in playtesting. A preliminary problem seems to be that you barely have enough time to get to the city and get set up for the enemy onslaught. But you do have time. And given this time, this is probably the safest approach to this scenario. If this defeats the city approach is chosen, then comes the decision of how to defend the city. At first glance it seems like absolutely nothing will halt the attack. Actually, there is more than one way in do it.

The safest is to stay in the town. You will have a much better defensive posture there and you will have room to set up many of your units for good fields of fire. The problems with this is the limited number of units that can be on the front line and which in should face the enemy first. One approach is to line the front with long range, weaponry (tanks mostly) and keep the infantry on their trucks behind the main line units. When the enemy appears shoot at anything that moves with little concentration on individual units. The idea is to weaken the enemy units and set them up for assaulting infantry rather than outright elimination through long range fire. When they are close enough bring out the infantry to assault the enemy tanks first. At this point, elimination should come wholesale though it will be costly.

Another approach, my preferences, is to get the infantry dug in the squares just ahead of the town and hack them up with tanks. As the battle progresses the infantry will eventually get their shots off as the Soviets close. Hold your positions as long as you can. Also keep in mind that the closest enemy units are the deadliest. Concentrate on them first. Your dug in units should withstand a lot of pressure and can sometimes drive away from your center. Once the enemy forces are dwindling, some assaults with your stronger units should turn the tide.

Another option involves waiting for the attack by placing your units in the woods behind the river and hitting the attackers as they cross the open area below the town. Though it is an option that we tried at myself, I prefer to face the enemy from the better position offered by the town.

16.5 SCENARIO 5 This one is tough, and you should not feel too bad if you're having trouble with it. There are many approaches to it, but think of it this way. What do you feel was the best way the enemy forces handled such an attack in the previous scenario (scenario 4)? Since there is little room for flanking operations you've got to go at them head on. The best approach I found involves joining your forces immediately and then once strung on one side or the other. I prefer the right avenue as it offers more cover for your units should they get into a position where they may need it. The main idea here is that of a juggernaut. Relentless pounding and assaulting of enemy positions is needed to win this day.

16.0 UNIT CAPABILITIES

GERMAN UNITS

Rifle Companies

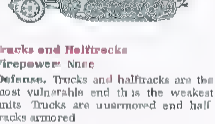
Firepower: Rifle companies are the weakest units in terms of firepower. They can only inflict damage to armored targets at a 1 square range.

Range: Their range is 4 squares.

Defense: Infantry are pretty tough on defense when unloaded. They are more vulnerable when loaded on transports. They are unarmored targets.

Movement: Infantry move 8 squares maximum.

Historical Status: Full strength infantry companies are represented.



Trucks and Halftracks

Firepower: None.

Defense: Trucks and halftracks are the most vulnerable and this is the weakest units. Trucks are unarmored and half tracks armored.

Movement: Trucks and halftracks move 20 squares maximum.

Historical Status: The trucks are 1 to 3 ton transport vehicles and the halftracks are sdKfz 251's.

Machine Gun Companies

Firepower: Slightly greater than infantry with no effect on armored targets at ranges greater than 1.

Range: 6 squares.

Defense: Same as infantry.

Movement: Same as infantry.

Historical Status: These are the machine gun sections of the heavy weapons companies. The other (mortar) section is dealt with separately.

Pioneers

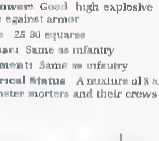
Firepower: Very good, high explosive and flamethrower. Good against armored or unarmored targets.

Range: 2 squares.

Defense: Same as infantry.

Movement: Same as infantry.

Historical Status: Standard combat engineers with a multitude of capabilities ranging from heavy close support in combat to clearing minefields and building/destroying bridges.



Mortar Sections

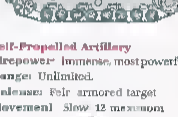
Firepower: Good high explosive ineffective against armor.

Range: 25-30 squares.

Defense: Same as infantry.

Movement: Same as infantry.

Historical Status: A mixture of 8 and 12 centimeter mortars and their crews.



Self-Propelled Artillery

Firepower: Immense, most powerful unit.

Range: Unlimited.

Defense: Fair armored target.

Movement: Slow 12 maximum.

Historical Status: Mixture of the Hummel (hornet) and Wespe (wasp). Self propelled artillery in the 105 to 150 mm class main gun.

Assault Guns

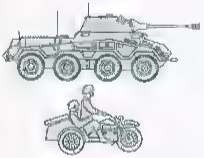
Firepower: Good against soft targets, fair against tanks

Range: 10 squares

Defense: Good armored target

Movement: Average 18 maximum

Historical Status: The Sturmgeschutz III is what is represented a turretless tank with a 75mm main gun



Motorcycle and Armored Car Sections

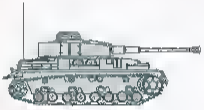
Firepower: Meager one shot only

Range: Very limited

Defense: Will take a lot before being eliminated.

Movement: Very fast, maximum 24

Historical Status: These are generally non combatant recon units composed of motorcycle troops and armored cars



Panzer IV

Firepower: Very good against soft or armored targets.

Range: 30 squares

Defense: Good armored target

Movement: Fast 18 squares maximum.

Historical Status: The Pz IV's represented are later models ranging from the IVF2 to IVh all with the longer barrelled 75mm main gun

Panther

Firepower: Excellent against armored targets, good against soft

Range: 12 squares

Defense: Very good armored target

Historical Status: These units represent the Panzer V in various models with the very long 75mm L76 gun.

Movement: Fast 24 squares maximum

Tiger

Firepower: Very good, second to the SPA and very accurate

Range: 12 squares

Defense: Very good, the strongest armored target in the game.

Movement: Fairly slow 12 squares maximum

Historical Status: The Tigers represented are the Panzer VI models (earlier version of the Tiger) with very good armor and a powerful 88mm anti tank gun

ENEMY UNITS

Infantry and Tanks

Soviet infantry is relatively equal to German infantry in range, firepower, and defense. Soviet armor is of the T-34 type and roughly equivalent to the Panzer IV's

Anti-Tank Guns

Firepower: Good against armor or infantry

Range: 12 squares.

Defense: Good, soft target

Movement: Limited to 6 squares maximum

Historical Status: What is generally represented in the game are anti tank guns of the 57 to 75 mm class

17.0 TERRAIN CHART

Clear: Poor defensive terrain. 2 Movement Points to enter

Roads: Poor defensive terrain. 1 Movement Point to enter

Ridge: Offers limited defense. 4 Movement Points to enter

Stream/River: Fair defensive terrain. 6 Movement Points to enter. Some areas are impassable to vehicles

Woods: Good defensive terrain. 6 Movement Points to enter (vehicles prohibited from entering heavy woods)

Hilltop: Good defensive terrain with sighting advantage. 8 Movement Points to enter

City: Excellent defensive terrain. 8 Movement Points to enter

18.0 GRENADIER REGIMENT ORGANIZATION

Regimental Headquarters
- Attached Recon
  - Motorcycle Section
  - Armored Car Section

(I) Infantry Battalion
- 1st Company
  - 3 Rifle Platoons)
- 2nd Company
  - 3 Rifle Platoons)
- 3rd Company
  - 3 Rifle Platoon
- 4th Company (Schwere)
  - (3 MG Platoons)
- Mortar Section
  - 3 Mortar Batteries)

(II) Infantry Battalion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - 3 Rifle Platoons)
- 3rd Company
  - 3 Rifle Platoons)
- 4th Company, Schwere
  - (3 MG Platoons)
- Mortar Section
  - (3 Mortar Batteries)

(III) Infantry Battalion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - 3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoons)
- 4th Company (Schwere)
  - (3 MG Platoons)

Pioneer Battalion
- 1st Company
  - 3 Platoons)
- 2nd Company
  - 3 Platoons)

Assault Gun Brigade
- 1st Battery
  - (3 Stug Assault Guns)
- 2nd Battery
  - (3 Stug Assault Guns)
- 3rd Battery
  - (3 Stug Assault Guns)

Elements Of Panzer Artillery Regiment

1st Self Propelled Artillery Battery
3 5 Wespe 105mm SPA)
2ed Self Propelled Artillery Battery
3 5 Wespe 105mm SPA)
3rd Self Propelled Artillery Battery
(3-5 Hucamel 150mm SPA)

Elements Of Panzer Regimnut

(1 Panzer Bstlalhoe
tat Company
1st Platoge
(3-5 Tigers)
2nd Platoge
(3-5 Tigers)
4th Company
1st Platoon
(3-5 Tigers)
(tl Panzer Batalhoe
8th Compaey
tat Platoon
(3-5 Pz tV)
2nd Platnge
(3-5 Pz IV)
7th Company
1st Platoon
(3 5 Pz IV)
2nd Platoon
(3-5 Pz. IV)

19.0 QUICK REFERENCE CHART

Observatioe Phase

Joystick Moves cursor aed scrolls map when cursor is at screen edge Germen units within cursor will be identified

Joystirk Trigger Orders to dig in or get combat ready

Start Key (F1) Ends Observation Phase and nitiates Fire Phase 1

Fire Phase 1 & 2

Joystlek Moves cursnr and setolls map German eeits withe cursor will be identified

Joystick Trigger Initiates e ueil to commeace firieg and indicates target for that unit

Start Key (F1) Ends fire plase aed commences Movemeet Phase lafter Fire Phase t) or Enemy Movement Phase lafter Fire Phase 2)

Movement Phase

Joystick: Moves cursr and scrolls screee Moves eeits that are "pukked ep" German units within cursor will be identifies)

Joystick Trigger Initiates the picking ep' of a eenit to move it and puttingdown a moving unit

Start Key (F1) Eeds Movemeet Phase and commeences Enemy Fire Phase 1

Other Options Infantry MG s, Mortars, and Ploeeers may be loaded oeto or ee loaded from trie sports by picking up" the eeit and thee pressing the SELECT (F3) key or by pukeg up the unit and keeping the button pressed moving the joystick le ny direction. Infaetry and Ploeeers may assault enemy positions and tanks may overtun enemy positions by attempting to move those nnits directly onto the enemy unit Pioneers may build blown bridges aed clear mine fields by movie g onto those terrain types

Eoemy Fire Phases t & 2

Joystick: Scrolls the map

Other Options Germee eeits attacked will be identified te the message area along with an indication of whether or not that unit was hit

Enmmy Movement

Jovalick Scrolls the map

Other Optiona: Cerman units attacked will be Ideetifie dto the message area along with an indicatise of whether or not that neil was hil

20.0 DESIGNER'S NOTES

The key element I have found te aey successful simulation is to give the particulars of the simeletion the capabilities of their real life coeterparts withile the confiees of the simulation This in effect, makes tenks act like tanks and infantry act like infantry no matter what the plever does This also makes the design easier as it limits problems to the overall structure of the slme latloe rather than on the particulars

My ovee applicatioa of this concept is no more evident than in PANZER GRENADIER. Much emphasis was applied to unit dil fereetlatioe aed beleg very specific as to what a certain unit type can and cae t do The result gaves voe Self Propelled Artillery that cae be treated like its counterparts like Hemmet and Wespel were treated and take n better than the Panzer IV a Things like this are seble They are eot recognized right away and only come after some playings where the player learns to lean on his SPA and coneat on his Tigers a little more And alas, like real life there must were t that maey to go around These units are the cream of the offeesive crop Bet the real stuff of the game has elsewhere

There is a synergistic elemeet in games of this type Whether pnro board + computer or pure competer games the bottom line is simply the moving about of numbers, Yet anyoee who has played simulation type war games knowes there is much more than this There is an interaction between the player history and the game. Sometimes this leteraetioe is weak and sometimes it is leteese This can be semmed up ie the vapurous concept of feel" It is obvious that some games has it and some don t Yet nobody has cornered the market No one has yet discovered exactly what elemeets constitute a good feel aed what deter from it My only guide is me I design and play my games with correct feel being the highest priority at the expense of many other seemingly more important factors. If when play ng the game you feel even with the slightest twinge that you are commanding a Panzer Grenadier Regiment across the expanses of Russia then I have succeeded at what I set oei to do All my games are for you and for me I want yoe to enjoy them and t want to enjoy them myself One reason I do the kind of games I do is that nobody else does

There is ae aspect to PANZER GRENADIER that may be a little confusing at first There are *Units*, and there are *Sub-units*. the pieces you see on the map is the eeit It is a cohesive whole be it a company platoone or section Each eeit is composed of se beeits which are indicated by s e e t s "S" nnmber where it is identified These sebeee is are actually more specific than the units they compose. Each snbunit is identifiable as a platoee or vehicle Each se bunit the is preset and in good enough shape to fire will fire when ordered The unit is a little more elusive to define Though readily apparent on the game map It represents only the general location of the sebeets that compose it

This is also true for the Soviet forces Though you are never informed of their exact dispositior le subunits t otil you conet how many sebeets fire at your nents you can be assured that they operate nnder the same proeditions your own forces operate Th s brings up an interesting approech to test how you should fire your units It is easy to t alize that intially eliminating an enemy unit solves the problem of dealing with that eeit but there is also the consideration of spreading your firepow er ont more with the effect of breaking apart the snbunits and in effect giving the enemy fewer shots or fewee shots if the unit becomes sefficiently disrupted

Another point to roesider is Soviet cohesiveness One of your goals should be to keep the eeemy from gaeglek up oe a few of your nnits. This can certainly spell disaster In the early goings, enemy cohesiveness is at its h ghest Units are placed for optimem field of fire with se pporting fire Soviet cohesiveness is ne exore evident thae in Scenario 4 where the tanks fell out of the fields like lava. Your first goal in this situatine is to break ep the attack. Don t focus on a particular geonp of nnits You've got to inflict the most damage over the widest area Once those tanks get in raege and begin lskieg their shots only the most pronounced defeese will withstand it. Here, elimiaatioe of enemy units is secondary to limiting the number of shots they can fire Elimination will come after a few turns of withereng fire over a broad froet; aed it may come wholesale.

t should be ro secret that ee ney e nits win have been shot up a bit will be less likely to withstand en ssanlt or counter thee fresh oemerched nnits And with assanlts comieg after the first fire phase what would you do to an eeemy position that has ahead of yoer advancing infantry and armor?

Since yoe does t have overflowing ne mbers of these supernnits mentioeed earlier let s look at what you do have First, there

is a hell of a lot of infantry that is not as immobile as may first be thought. They are the fastest units on the map when loaded and not so bad in defending areas under pressure, especially if they are dug in. Next you have a host of lesser firepower types (Pz IV's, Stugs, Mortars) to round out the offensive punch. What this all adds up to are options. I must admit that I see many more options to explore in this game than I may actually get around to exploring.

In any case, I entered into the design of PANZER GRENADIER with a limited number of clearly defined formats in mind. Primarily, I wanted to explore the task of 'commanding' the successful operation of a Panzer Grenadier regiment. Just what was a Panzer Grenadier outfit and what did it do? As usual, research produced conflicting data on layout and organization. It also seems historians paid far less attention to them than pure, armored formations. Thus data on specific battles was largely dependent on other factors. But the concept of the PANZER GRENADIER was what grabbed me. It was a simple concept: Mobile infantry with incredible amounts of intrinsic and backup firepower. I focused initially on the Groesdeutschland PzGr division due to their historical viability and the fact that they were one of the top divisions in the Wermacht and were almost always printed and ready to the bolt for battle. No lack of equipment here.

The bigger picture soon began to emerge. I arranged the units into companies and platoons, set up the parameters so they relate to each other, the enemy and the map, and let loose and began playing. The first problem I encountered was expected. Just what does one do with a Panzer Grenadier regiment in an offensive situation? I first began by massing firepower and blowing away anything in my unit's paths. (I was also debugging the program at this time so some things are sketchy.) That worked for a while. Unfortunately, I had designed the game so that 1) the enemy units would act sort of how I would act were I commanding them and 2) the enemy units were placed in a situation that reflected a frontal disposition where they knew where you were going and where you would hit. I mean this in a broad sense. It's not that the enemy is specifically reacting to your moves but that your regiment is in a sector where the Soviet forces expect them to initiate an offensive. With that in mind, you will encounter primary, secondary and sometimes final lines of defense that when confronted directly and casually can rip your forces to shreds. Needless to say, I rarely achieved the objective I had in mind in my early playings of the game.

I liked the way the enemy units were reacting to individual events on the battlefield, and I liked the idea of confronting a ready and able foe. Now for the real test. Can the game support varied and even ingenious (but plausible) strategies? I'm going to leave you hanging on that one. After all, it not be the main reason why you play the game. Why should I spoil your fun?

CREDITS

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Typesetting
Abra Type

Printing
A&a Printers and Lithographers

QUICK REFERENCE CHART

Observation Phase

Joystick Moves cursor and scrolls map when cursor is at screen edge. German units within cursor will be identified.

Joystick Trigger Orders to dig in or get combat ready

Start Key (F7) Ends Observation Phase and initiates Fire Phase 1

Fire Phase 1 & 2

Joystick Moves cursor and scrolls map. German units within cursor will be identified

Joystick Trigger: Initiates a unit to commence firing and indicates target for that unit

Start Key (F7): Ends fire phase and commences Movement Phase (after Fire Phase 1) or Enemy Movement Phase (after Fire Phase 2

Movement Phase

Joystick Moves cursor and scrolls screen. Moves units that are picked up. German units with cursor will be identified.

Joystick Trigger Initiates the picking up of a unit to move it and 'putting down' a moving unit

Start Key (F7) Ends Movement Phase and commences Enemy Fire Phase 1

Other Options. Infantry MGs, Mortars, and Pioneers may be loaded onto or unloaded from transports by "picking up" the unit and then pressing the SELECT (F5) key or by "picking up" the unit and keeping the button pressed moving the joystick in any direction. Infantry and Pioneers may assault enemy positions and tanks may overrun enemy positions by simply moving to move those units directly into the enemy unit. Pioneers may build blown bridges and clear mine fields by moving onto those terrain types

Enemy Fire Phase 1 & 2

Joystick Scrolls the map

Other Options German units attacked will be identified in the message area along with an indication of whether or not that unit was hit

Enemy Movement

Joystick Scrolls the map

Other Options German units attacked will be identified in the message area along with an indication of whether or not that unit was hit

GRENADIER REGIMENT ORGANIZATION

Regimental Headquarters
- Attached Recon
  - Motorcycle Section
  - Armored Car Section

(I) Infantry Battalion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - (3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoons)
- 4th Company (Schwere)
  - (2 MG Platoons
  - Mortar Section
    - (3 Mortar Batteries)

(II) Infantry Battalion
- 1st Company
  - (3 Rifle Platoons)
- 2nd Company
  - (3 Rifle Platoons)
- 3rd Company
  - (3 Rifle Platoons)
- 4th Company (Schwere)
  - (3 MG Platoons)

Pioneer Battalion
- 1st Company
  - (3 Platoons)
- 2nd Company
  - (3 Platoons)

Assault Gun Brigade
- 1st Battery
  - (3 Stug. Assault Guns)
- 2nd Battery
  - (3 Stug. Assault Guns)
- 3rd Battery
  - (3 Stug. Assault Guns)

Elements Of Panzer Artillery Regiment
- 1st Self Propelled Artillery Battery
  - (3-5 Wespe 105mm SPA)
- 2nd Self Propelled Artillery Battery
  - (3-5 Wespe 105mm SPA)
- 3rd Self Propelled Artillery Battery
  - (3-5 Hummel 150mm SPA)

Elements Of Panzer Regiment
- II Panzer Battalion
  - 1st Company
    - 1st Platoon
      - (3-5 Tigers)
    - 2nd Platoon
      - (3-5 Tigers)
  - 4th Company
    - 1st Platoon
      - (3-5 Tigers)
- III Panzer Battalion
  - 5th Company
    - 1st Platoon
      - (3-5 Pz. IV)
    - 2nd Platoon
      - (3-5 Pz. IV)
  - 7th Company
    - 1st Platoon
      - (3-5 Pz. IV)
    - 2nd Platoon
      - (3-5 Pz. IV)

TERRAIN CHART

Clear Poor defensive terrain. 2 Movement Points to enter

Roads Poor defensive terrain. 1 Movement Point to enter

Ridge Offers limited defense. 4 Movement Points to enter

Stream/River Fair defensive terrain. 5 Movement Points to enter. Some areas are impassable to vehicles.

Woods Good defensive terrain. 6 Movement Points to enter. Vehicles prohibited from entering heavy woods

Hilltop Good defensive terrain with sighting advantage. 8 Movement Points to enter

City Excellent defensive terrain. 8 Movement Points to enter

If you have any questions or problems regarding the program or game please send a self-addressed stamped envelope with your question to *STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983*

Or call our Special Helpline Number (415) 964-1200 every weekday 9 to 5 PST

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